
Title: Virtueland Game Rules

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Gameplay starts in the SW corner of the game board. Start square is marked.

A game host should be designated before gameplay. The host will place 1000 gold in the treasury(Green chest) for the purposes of winnings when certain squares are landed on. Host may also have to double amount in treasury when a certain square is landed on. Square may be landed on multiple times. Host may also Declare the treasury doubling square null & void for the purposes of simplicity and being a cheapskate. Players may also have to pay in penalties, so it is recommended that each player bring 5000 starting gold with them, just to be safe.

Once players decide which order they will take turns, they will roll dice to determine the number of spaces they will move using the Lucky Dealer NPC standing near the center of the board.

Movement is rolled by checking 2 for number of dice, and checking 6 for sides of sides. It is important that you uncheck the 4 for number of sides. The colored squares will have books, and some will have containers as well. Read the titles and the

instructions carefully in the books. Certain books will have you roll a 1d100. Check the 1 die and 100 for number of die faces and roll. Most of these squares are Monster Encounter squares and are marked with a monster statuette.

Special squares may grant bonuses or penalties to movement or future monster encounters.

These effects are cumulative.

The winner is the one who lands on the finish square on the gameboard.

Players must roll the EXACT number to win.

Some square will have a container with a wearable item. When a wearable is taken from a container, it is considered IN USE and unusable by other players during that game session. Please return wearables to their proper container at the end of the gaming session, once a winner is declared.

Thank you....

Have fun!!